



ADULT 3 ON 3 BASKETBALL RULES & REGULATIONS 2015

All rules & interpretations will be covered under Kansas State High School Athletic Association (KSHSAA) with the following emphasis and exceptions listed below. The Athletic Supervisor reserves the right to interpret the rules in the best interest of the Salina Parks & Recreation 3 on 3 Basketball League.

1. **Player Eligibility:** Participants must be 18 to play. *Exception:* Non-participating KSHSAA High School age players Junior or Seniors will be eligible for play with approval by the Athletic Supervisor. Individuals who are currently playing High School or Collegiate Basketball are ineligible. No Red shirts Allowed!
2. **Entry Fee:** The entry fee is approved & set by the Athletic Supervisor to cover gym rental, supervisor, scorekeepers and game equipment.
3. **Team Roster:** All team managers shall file a roster of players, giving their first and last names along with their addresses. This roster must be on file in the Recreation Office by the designated deadline.
 - a) **Minimum Players:** Teams must carry a minimum of 4 players on their roster.
 - b) **Maximum Players:** Teams may carry a maximum of 8 players on their roster. More than 8 players must be approved by Athletic Supervisor.
 - c) **Adding Players:** Names may be removed and others substituted at no charge before the 5th game. After the 5th game, no changes can be made to the roster. Players are not eligible to participate unless added to the official roster in the Recreation Office prior to the first game they participate in.
4. **Protests:** Protests are not allowed in the Salina Parks & Recreation Adult Basketball League except concerning player eligibility. Questions about rule interpretations or judgment calls must be settled by the gym supervisor. The gym supervisor's decision is final.

Protests must be submitted to Recreation office no later than 24 hours after alleged violation. Protests must be in writing and accompanied by a \$25.00 protest fee that will be returned if the protest is upheld, but forfeited if not allowed. The supervisor/scorekeeper must be notified that the remainder of the game is being played under protest.

5. **Leagues:** Lower, Middle & Competitive Leagues will be offered (if applicable). Employee, Church and 35 & Over Leagues will be considered lower leagues. A double round-robin schedule will be used (if applicable).
6. **Schedules:** Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the Athletic Supervisor due to facility availability or inclement weather.
7. **Equipment:**
 - a) **Jewelry:** Players are not to wear equipment which is dangerous or confusing to other players or is not appropriate. Examples of illegal items are headwear (any hats and/or rags) and jewelry (including earrings, rings, beads, etc.)
 - b) **Uniforms:** Each team must dress uniformly and each player must have a distinct number on either the front or back of the jersey. No taped-on numbers will be permitted. Teams may opt to use pullovers if this will prevent players from playing. All team members must wear the pullovers.
 - c) **Shoes:** No boots or cleated, turf, dress or hard soled shoes shall be worn on the basketball floor.

8. **Game Time:** Teams will use their own warm-up balls. A lineup must be presented to the scorekeeper at least 5 minutes before game time. Each team needs three (3) players to start the game. A team will be given (5) minutes after game time to meet the requirements to start a game. Teams failing to have three (3) players after 5 minutes of the scheduled starting time will forfeit providing the opposing team is on the court, ready to play. If both teams fail to report by the scheduled starting time, the gym supervisor is empowered to adjust the playing time of the game in order that it be completed within the scheduled playing time.
9. **Regulation Game:** Kansas State High School Rules apply with the following exceptions:
- a) **Home team:** Listed 2nd on game schedule. Visitors will receive the ball in the 1st half with alternating possession.
 - b) **Court:** The game is played at one goal. Half court boundaries are out of bounds.
 - c) **Game Length:** (2) twenty-minute halves. Three (3) minutes in-between halves.
 - d) **Continuous Clock:** The clock will run continuously with the following exceptions: injury, time outs and all dead balls in the last minute of the first half, second half and overtime period. If a team is ahead by 20 or more points, the clock will run continuously.
 - e) **Time-outs:** Two (2) 60-second time-outs per half, with no carry over.
 - f) **Overtime:** One (3) minute period. Each team will be assessed with one (1) time-out, with no carry over. There will be a one-minute intermission before starting the overtime period. The clock will run continuously except for time-outs and the last minute of overtime.
 - g) **Sudden Victory:** If the score is still tied at the end of overtime, the game will go into sudden victory. The team scoring first will win the game. No time will be kept.
 - h) **Fouls & Violations:** Five (5) fouls, disqualification. Teams will use the honor system for calling fouls and violations. The offensive player will make the call, but the defensive player also has the right to call a foul on himself. Obvious violations (traveling, double dribble, 3 seconds in the lane) may be called by either team.
 - i) **Free Throws:** There will be no free throws. The fouled team checks the ball up at the top of the key.
 - j) **Scoring:** All baskets will count as 2 points. The 3 point line will not be used for a 3 point score.
 - k) **Missed Shots:** If the shot hits the backboard, rim, or net, and the defensive team gains possession, the defense must clear the ball past the 3 point line with both feet and the ball in order to advance on offense.
 - l) **Stalling:** No obvious stalling will be allowed. The offensive team must look to score.

SPECIAL PLAYERS RULES

10. **No Dunking:** There shall be NO attempted dunking before, during or after the game. The first offense will result in an ejection from the game and removal from the facility.
11. **Language:** Players using profane language directed towards any staff member, player and/or spectator and/or displaying unsportsmanlike conduct shall be ejected from the game and facility immediately. Depending on the severity, the player may be ejected for the remainder of the year.
12. **Assault:** Anyone assaulting a SP&R representative will be banned from further league play and may be banned from participation in all Recreation Department activities, and will be prosecuted to the fullest extent through all legal channels.
13. **Policy Confirmation:** All team managers must read and sign rules confirmation policy before your team's first game! This one page confirmation policy will be an assurance to administration that all League Team Managers have read the rules and accepted full responsibility for the actions of their players and spectators. This policy can be mailed, faxed or given to Gym Supervisor the night of your first game. Thank you for your support!
14. **Recreational League:** This program is strictly a RECREATION LEAGUE for the fun and enjoyment of those taking part. Violations of the rules will not be tolerated. Those doing so will be banned from further league play and may be banned from participation in all Recreation Department activities. HAVE FUN!!!!

GENERAL BY LAWS

15. **Gym Supervisors:** The gym supervisor is in charge of the facilities and games at all times. The gym supervisor may be used for advice or a rule interpretation when asked upon. The gym supervisor will act to stop unsportsmanlike conduct by spectators, coaches and/or players. In addition, the gym supervisor will maintain & protect the facility at all times.
16. **Scorekeeping:** A SP&R scorekeeper will be provided to keep time and score.
17. **League Standings & Awards:** League standings will not be recorded with any awards given.
18. **Inclement Weather:** Any games postponed or canceled due to inclement weather will be announced on the radio (KSAL and KINA), internet (www.ksallink.com) and/or the Rainout Line at 309-5767.

FACILITY

19. **Location:** All league games will be played at Lakewood Middle School unless otherwise notified. Doors will open no later than 20 minutes prior to the first game start time.
20. **Personal Belongings:** The Parks & Recreation Department will not be responsible for valuables, personal effects, or injuries to participants.
21. **Supervision:** NO KIDS WILL BE LEFT UNSUPERVISED IN GYM OR HALLWAY!
22. **No Food or Drink:** ABSOLUTELY NO FOOD OR DRINK IN LAKEWOOD BUILDING!